**4b Page 48 AUDIOSCRIPT**

Upper Intermediate Student’s Book

Life

1.27

**I = Interviewer; W = Will**

**I:** OK, Will, I’m going to fire some statements at you about what various people say art should be and I want to know which of these you agree with. OK?

**W:** Er … OK … but I’m already a bit suspicious, because I don’t actually think that ‘should’ has a lot to do with it. People have a very fixed idea about what art ‘should’ be – a certain kind of portrait or landscape very often … but, anyway, anyway, I’ll play the game, so … let’s hear what they say …

**I:** Good, here’s the first one then … *Art should be something pleasing for the viewer.*

**W:** Mmm no, not necessarily – the artist’s intention might be to make you feel uncomfortable, not to give you a warm feeling …

**I:** OK. What about this, then? … *Art should involve effort on the part of the artist.*

**W:** OK that’s more interesting, but still the answer is ‘not necessarily’ – Monet did some of his paintings in five minutes.

**I:** Did he? I didn’t know that. That’s amazing … well, that ties in with the next one, perhaps. *Art should involve technical skill.*

**W:** Ummm … I can think of quite a lot of examples of successful art that wasn’t technically difficult, but was just based on a clever idea.

**I:** OK … *Art should have a social message or make a political point*.

**W:** No, certainly not. Is the Mona Lisa political? I don’t think so. Look, … an artist’s role is simply to present an idea in a visual form. The viewer’s role is to give that effort their time and attention and then they can say either ‘Yes, I really like that’, or … ‘That moves me’, or ‘No, I’m afraid that doesn’t do anything for me.’

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